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JV GAMES LAUNCHES HIGH GROUND A TENSION-MOUNTING REAL-TIME ACTION STRATEGY GAME FOR QUEST HEADSETS

Sunrise is Coming, and the Overseer is Always Watching



LAS VEGAS — FRIDAY, JULY 17, 2026 — Independent developer JV Games today announced [High Ground](#), a white-knuckled real-time single and multiplayer stealth survival VR game for Meta Quest. Compatible with Quest 2, 3, 3S and Pro headsets, *High Ground* is available starting today on the [Meta Horizon store](#) for \$11.00 USD.

High Ground was inspired by the tension and isolation of the 1986 classic puzzle game [The Sentinel](#) (released as *The Sentry* in the US) designed by Geoff Crammond. Released on the BBC Micro and converted to other platforms including the Commodore 64, Atari ST, Amiga and MS-DOS, the game was

described at the time as the “first virtual reality game”. For its virtual reality title, JV Games has reimagined the core mechanics of *The Sentinel* but for actual VR hardware.

“We’ve been making games together since the late ‘80s, and I’ve been obsessed by the idea of VR since reading William Gibson’s *The Neuromancer* as a kid, but the technology always fell short of the vision,” said Jag Jaguar, co-founder of JV Games. “We wanted to recreate the tension of *The Sentinel* – that feeling of being hunted by something that never stops and put that inside of a headset.”

From a space station hub, players descend onto a variety of alien worlds,, then race to reach the summit and disable the Overseer before sunrise. Every movement drains energy, forcing careful navigation of treacherous terrain and strategic use of scattered recharge platforms. Players must portal across chasms, evade enemies that drain their power, and reach the high ground before daylight exposes them.

Three enemy types stand in the way: Wraiths, Patrols, and Sentries. Wraiths are fast, spectral, and capable of teleporting directly to the player's location instantly once spotted. Patrols sweep the terrain in unpredictable patterns, searching for intruders and forcing constant route changes. Sentries defend the Overseer's approach; heavily armed and relentless as players near the summit. At the peak, the Overseer itself projects a powerful energy-draining beam across the world below. Exposure means failure.

In multiplayer races, up to four players climb simultaneously — using EMPs to disrupt enemies or blast rivals off the mountain on the way to the top. The “host” player can sent friends a code to join them, or players can use the built-in matchmaking system.

Built for speedrunning, *High Ground* has been designed with optimization and routing in mind. Short run times, portal-based movement tech, energy management decisions, and multiple distinct worlds create a foundation suited for competitive speedrunning. JV Games Inc. has established an official speedrun.com category with an initial baseline time, inviting the community to find faster routes to the summit.

“Because *High Ground* is deterministic in nature, and you’re racing to the top, we’ve added in-game speedrunning timers,” explained Vince Valenti, JV Games co-founder. “The portal routing and energy management create real depth for players who want to optimize their runs.”

High Ground Key Features:

- Single player and multiplayer stealth survival action for up to 4 players
- Five alien worlds and 45 levels with unique environments and terrain
- Three enemy types: Wraith, Patrol, and Sentry
- Energy management — every movement has a power cost
- Portal ability for traversal to higher ground
- EMP weapon — disrupt enemies or blast rivals
- Multiplayer Host friend code generation or built-in matchmaking
- Built with speedrunning and route optimization in mind

High Ground is available for Meta Quest 2, 3, 3S, and Pro headsets starting today on the Meta Quest store for \$11.99 USD. For more information, visit highground.jvgames.com, join the game's [Discord](#), or follow the team on [YouTube](#) and [Facebook](#).

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About JV Games Inc.

JV Games Inc. is an independent game studio founded by Jag Jaeger and Vince Valenti. The studio has been building games since the late 1980s, shipping titles including the acclaimed *Towers* RPG series for the Atari ST — with *Towers II* earning a 93% review score in *ST Format Magazine*, and *Warhammer: Battle for Atluma* (2006) for Sony PSP, a licensed tactical card game whose complexity competed with *Magic: The Gathering*. *High Ground* is the studio's first Meta Quest release.

Editors Note: Spokespeople are available upon request, Review codes can be requested by filling out this [form](#).

Assets

Screenshots, logo files, trailers, and additional media are available at: highground.jvgames.com/press

Media Contacts

Elizabeth Olson, on behalf of JV Games
Ebeth.Olson@gmail.com

Vince Valenti, JV Games, Inc.
vince@jvgames.com